

GAME AND METHOD OF PLAYING

Abstract of the Disclosure

A new game is provided that involves strategy and racing through the use of game units comprising a plurality of game pieces, wherein the game promotes teamwork and cooperation. This game is governed by at least one rule requiring that the plurality of game pieces of each game unit be within a predetermined number of spaces. Although this rule is a constraint on the movement of the game pieces, this game preferably gives players the opportunity to use this rule as a shield or sword. The game can be played in solitude, but is preferably played with multiple persons. The game ends when a game unit returns to a home position, but the player with the greatest number of points, preferably treats, is the winner.

PATENT

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